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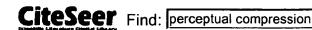
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Software For 3D-TV And 3D-Stereoscopic Workstations - Siegel, Grinberg, Jordan.. (Correct) INTRODUCTION Grafting high quality 3Dstereoscopic viewing onto existing and anticipated near future high exactly by the eventual viewer's interpupillary distance. Getting all these details right requires of our work: issues relating to geometry, to compression, and to an infrastructure for 3Dstereoscopy almond.srv.cs.cmu.edu/afs/cs/project/sensor-9/ftp/papers/iws3di95.ps

Fast Searching on Compressed Text Allowing Errors - de Moura, Navarro, al. (1998) (Correct) dis tance'k or less from a pattern p. The distance between two strings is the minimum number of Abstract We present a fast compression and decom pression scheme for natural by searching the compressed text directly. The compression scheme uses a wordbased Huffman encoding and dichato.dcc.uchile.cl/~rbaeza/cv/../ftp/sigir98.ps.gz

Integrated Volume Compression and Visualization - Chiueh, Yang, He, Pfister.. (1997) (Correct) (4 citations) produce the projected 2D images according to given viewing angles. Compared to the wholevolume approach, Integrated Volume Compression and Visualization Tzicker Chiueh 1 Chuankai subcubebased scheme not only achieves higher compression efficiency by exploiting local coherency, but www.ecsl.cs.sunysb.edu/tr/TR27.ps.Z

The Video Z-buffer: A Concept for Facilitating Monoscopic.. - Sriram Sethuraman (1996) (Correct) that the processed source material will be viewed by humans. In this paper we propose a concept updated if the depth is more than a predetermined distance. The foreground objects against this background A Concept for Facilitating Monoscopic Image Compression by exploiting the 3D Stereoscopic Depth map almond.srv.cs.cmu.edu/afs/cs/project/sensor-9/ftp/papers/sriram hdtv96.ps

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